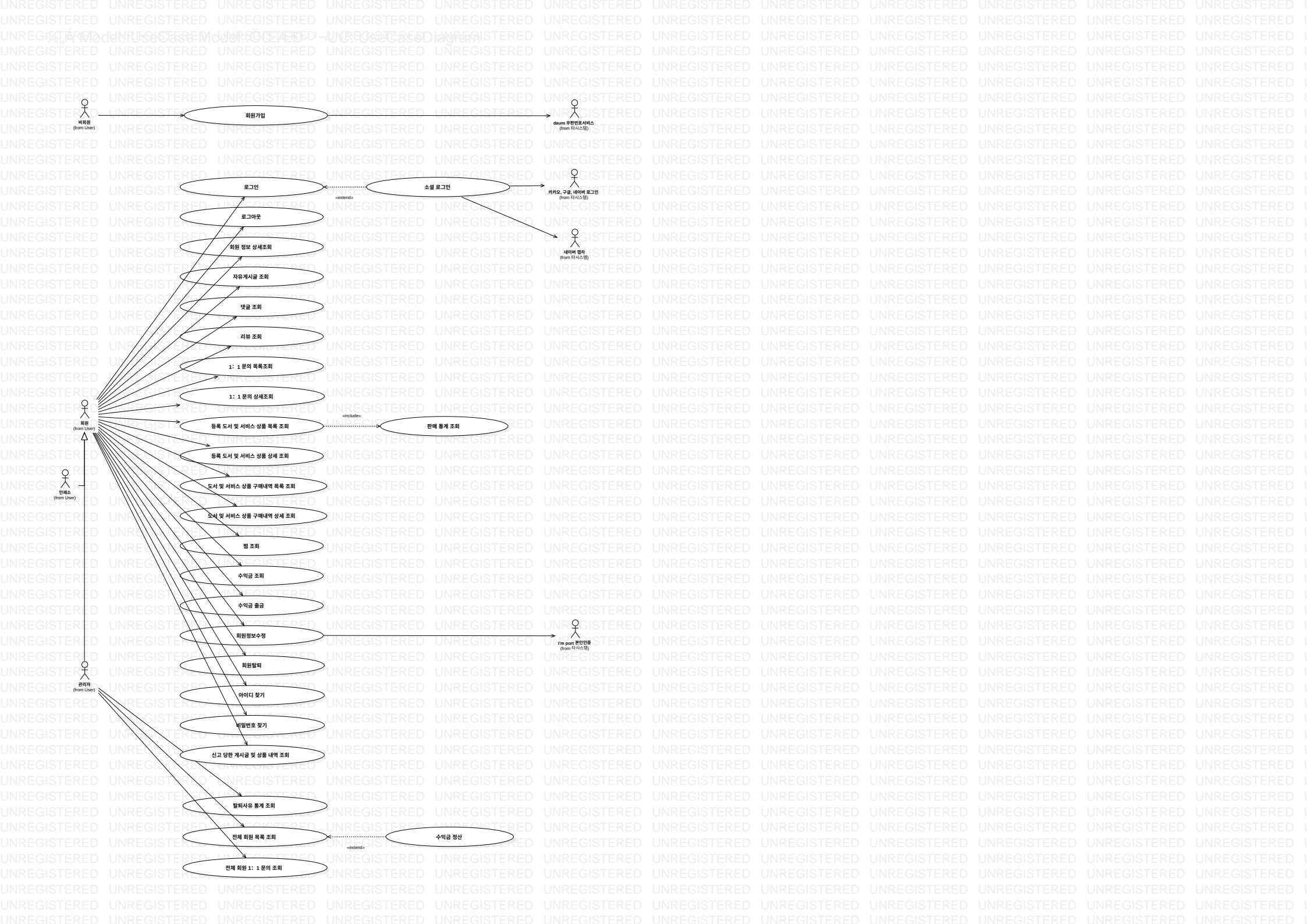
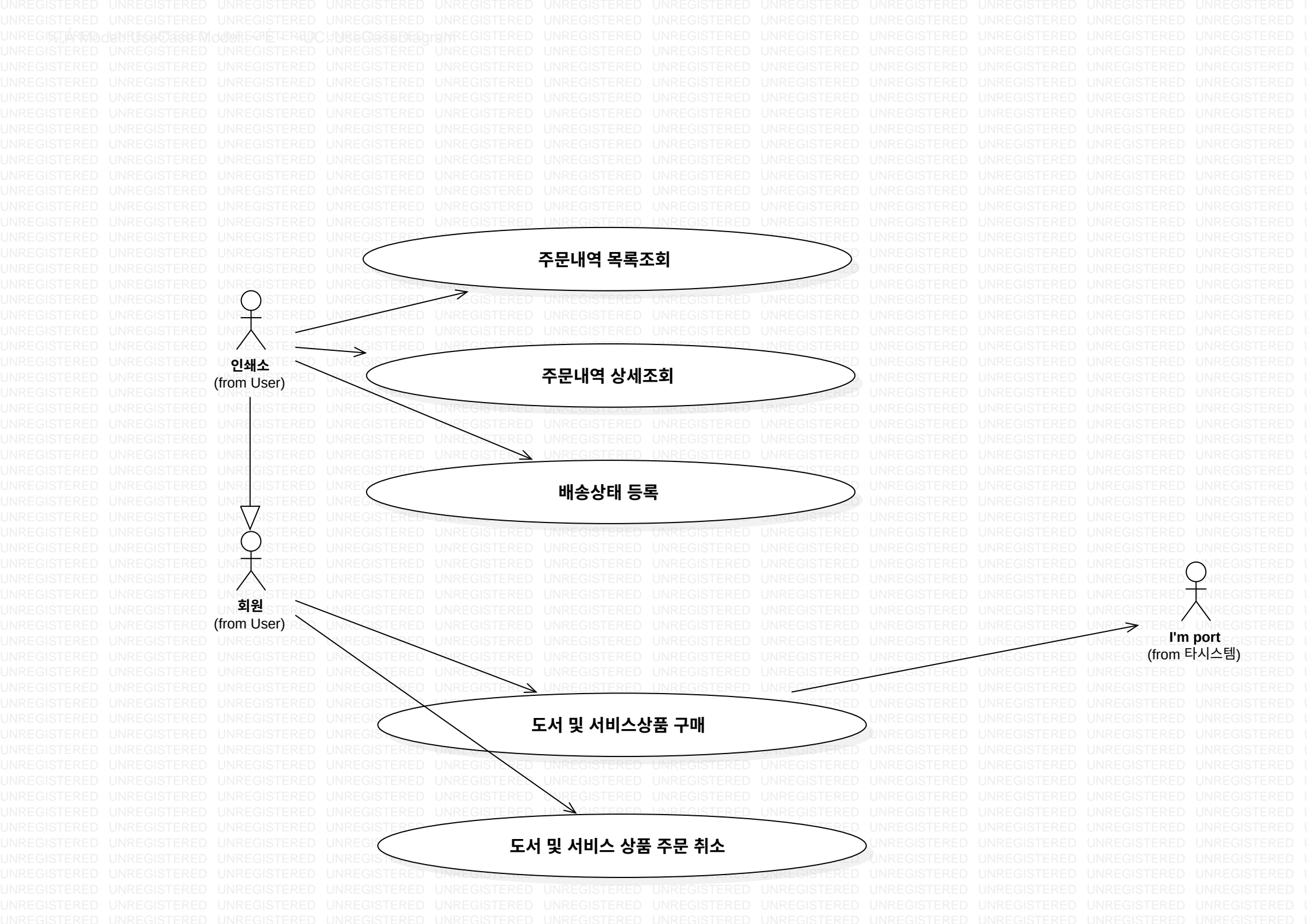


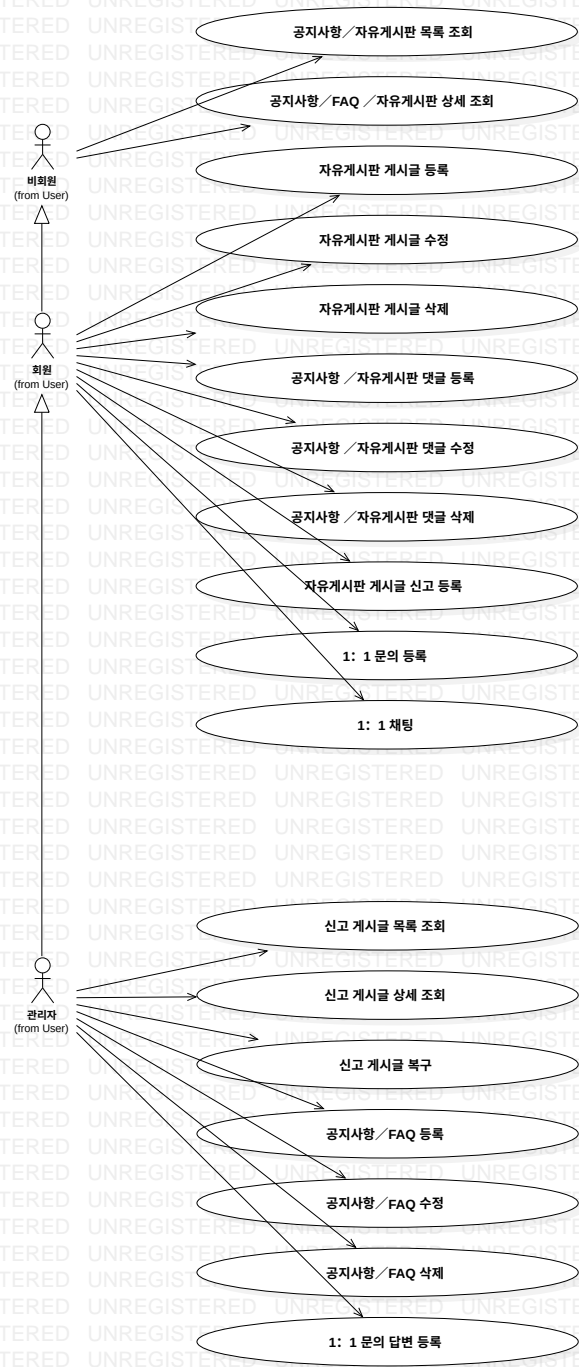
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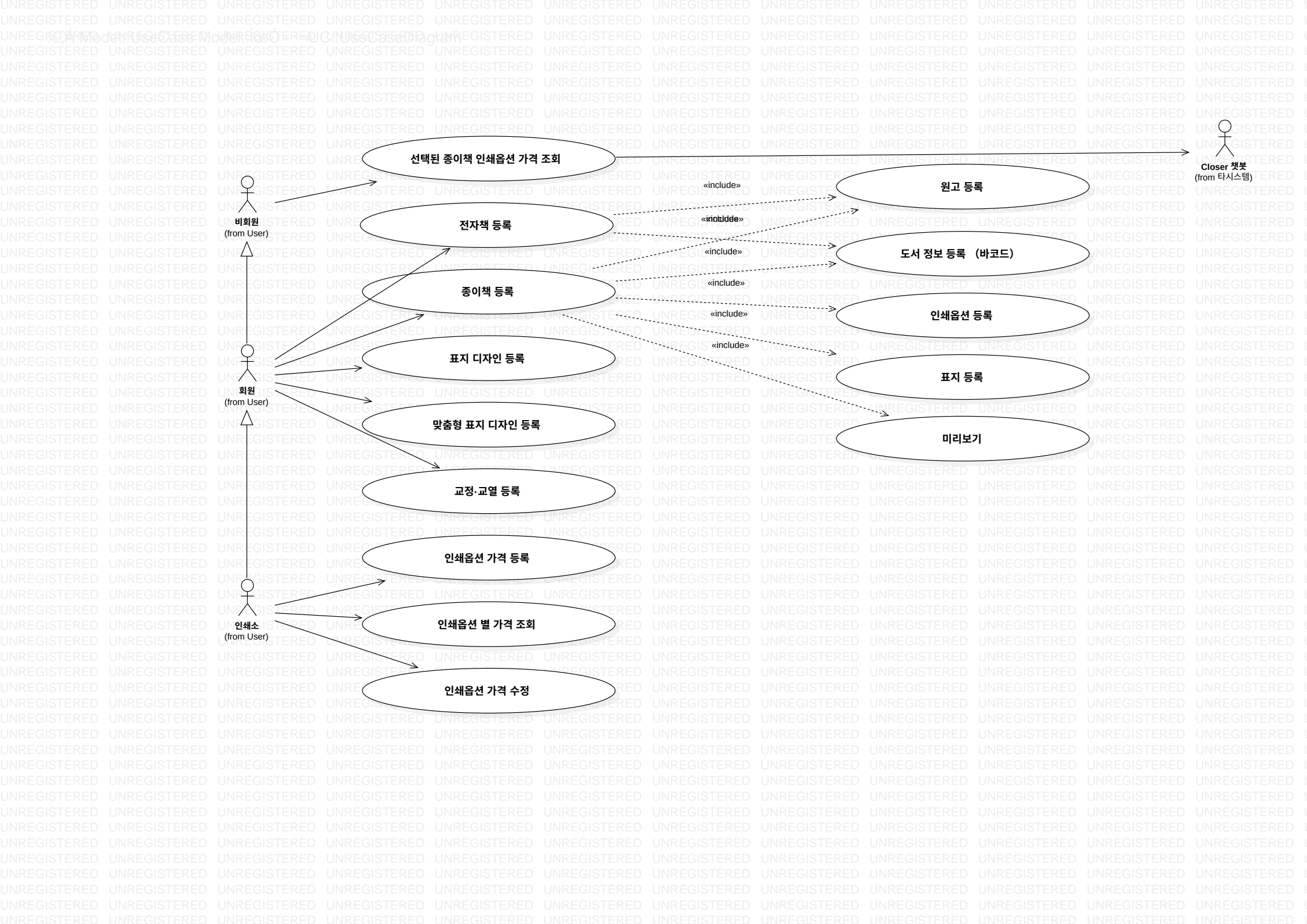
2.4 Model-Use Case Model-4.0 Use Case Diagram

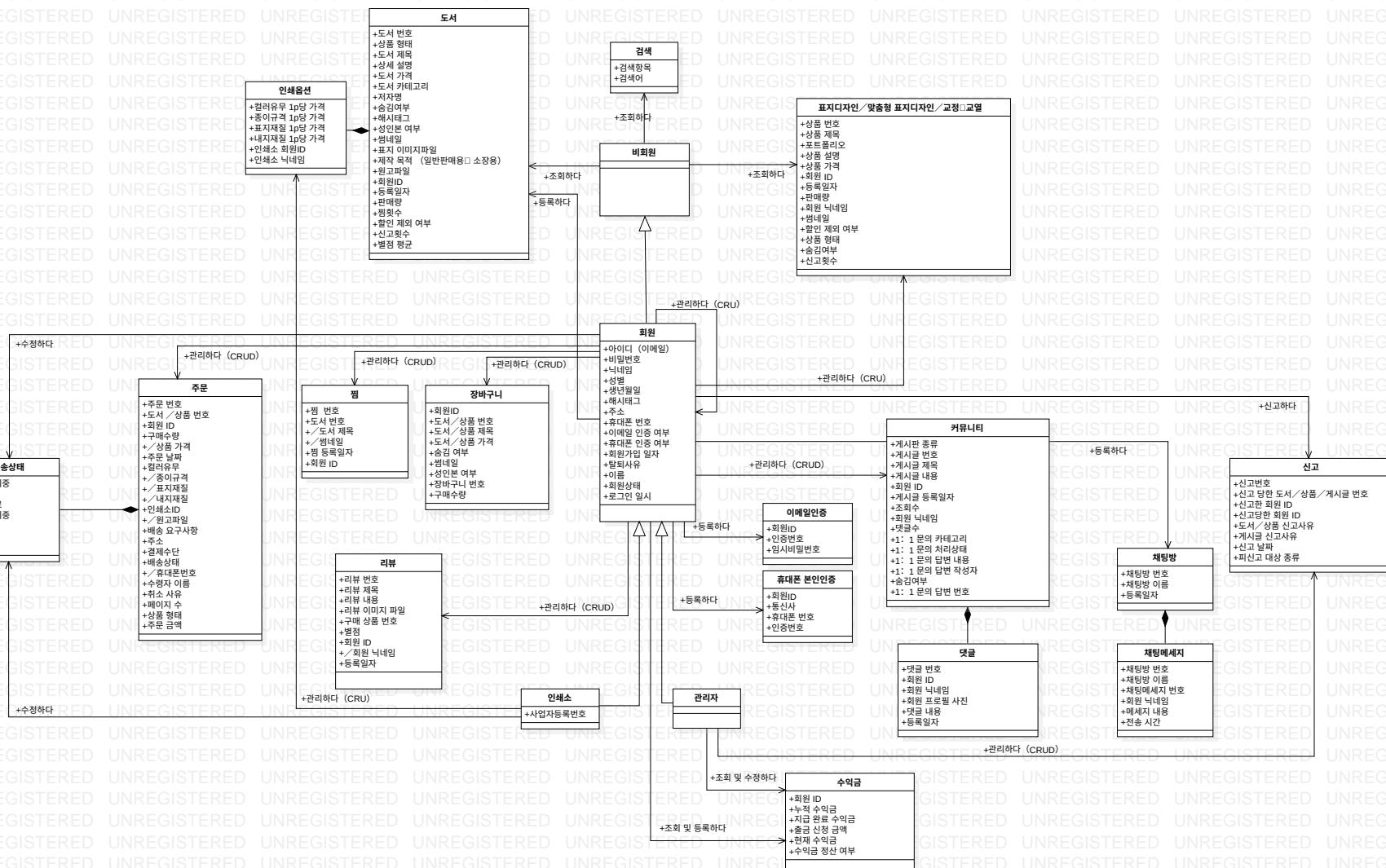




2.4.4 Model Use Case Model (UML Use Case Diagram)







The diagram illustrates the architecture of a web application using the Model-View-Controller (MVC) pattern. It is divided into three main sections: UI (User Interface), Controller, and Model.

UI Components (Left): These represent the user interface elements. They include:

- 계시글 조회UI (Article List UI)
- 계시글 목록UI (Article List UI)
- 계시글 작성UI (Article Create UI)
- 계시글 수정UI (Article Edit UI)
- 계시글 삭제UI (Article Delete UI)
- 댓글 등록 UI (Reply Register UI)
- 댓글 수정 UI (Reply Edit UI)
- 댓글 삭제 UI (Reply Delete UI)
- 상품 검색목록UI (Product Search List UI)
- 신고 등록UI (Report Register UI)
- 1:1 문의 목록UI (1:1 Inquiry List UI)
- 1:1 문의 조회UI (1:1 Inquiry Detail UI)
- 1:1 문의 등록UI (1:1 Inquiry Register UI)
- 1:1 문의 답변등록UI (1:1 Inquiry Answer Register UI)
- 계시글 등록완료UI (Article Register Complete UI)
- 계시글 수정완료UI (Article Edit Complete UI)
- 1:1 문의 등록완료UI (1:1 Inquiry Register Complete UI)
- 1:1 문의 답변등록완료UI (1:1 Inquiry Answer Register Complete UI)
- 신고 등록완료UI (Report Register Complete UI)

Controller Components (Middle): These manage the flow of data and control the application logic.

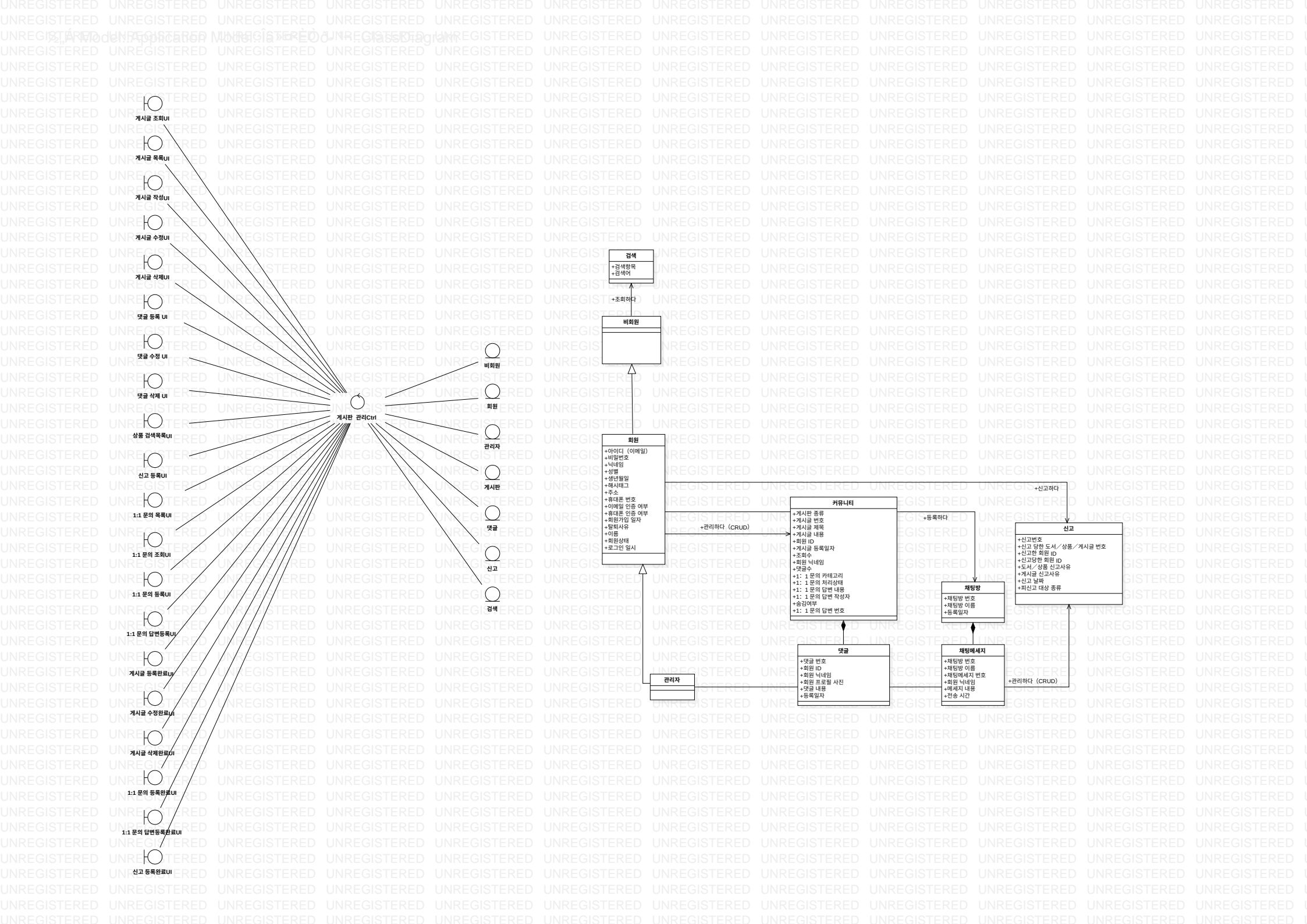
- 비회원 (Non-member)
- 회원 (Member)
- 관리자 (Admin)
- 검색 (Search)

Model Components (Right): These represent the data structures and business logic.

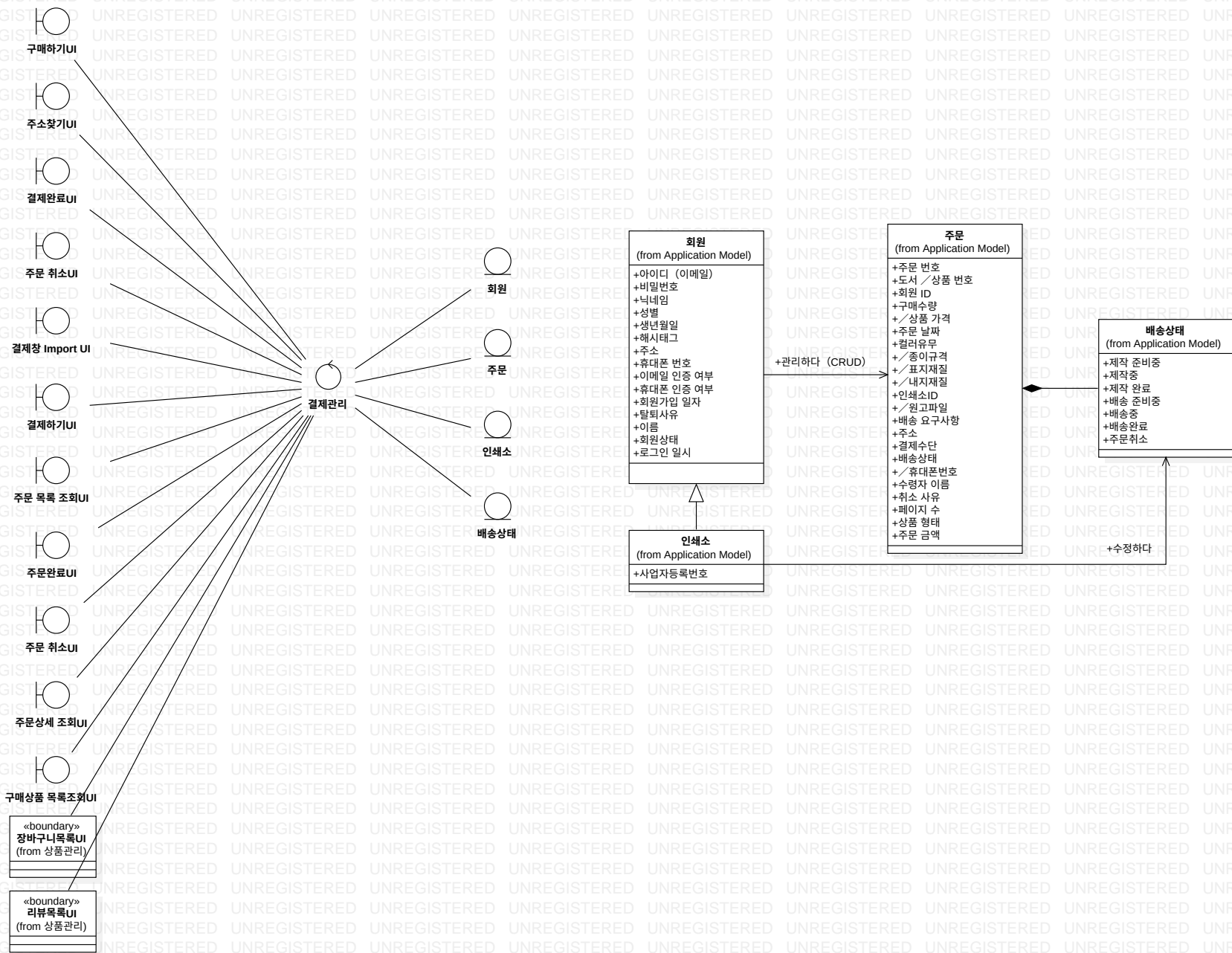
- 커뮤니티 (Community)
- 댓글 (Reply)
- 채팅방 (Chat Room)
- 채팅메시지 (Chat Message)
- 신고 (Report)

Relationships:

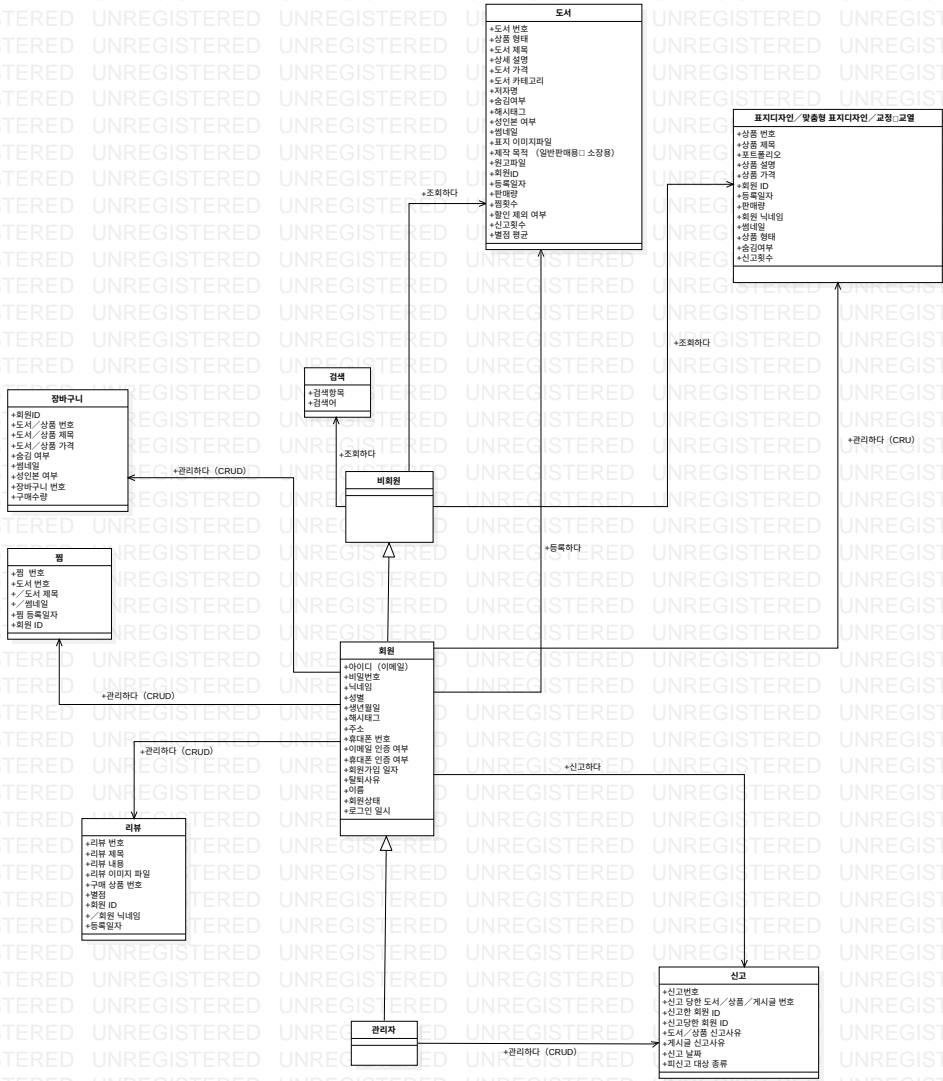
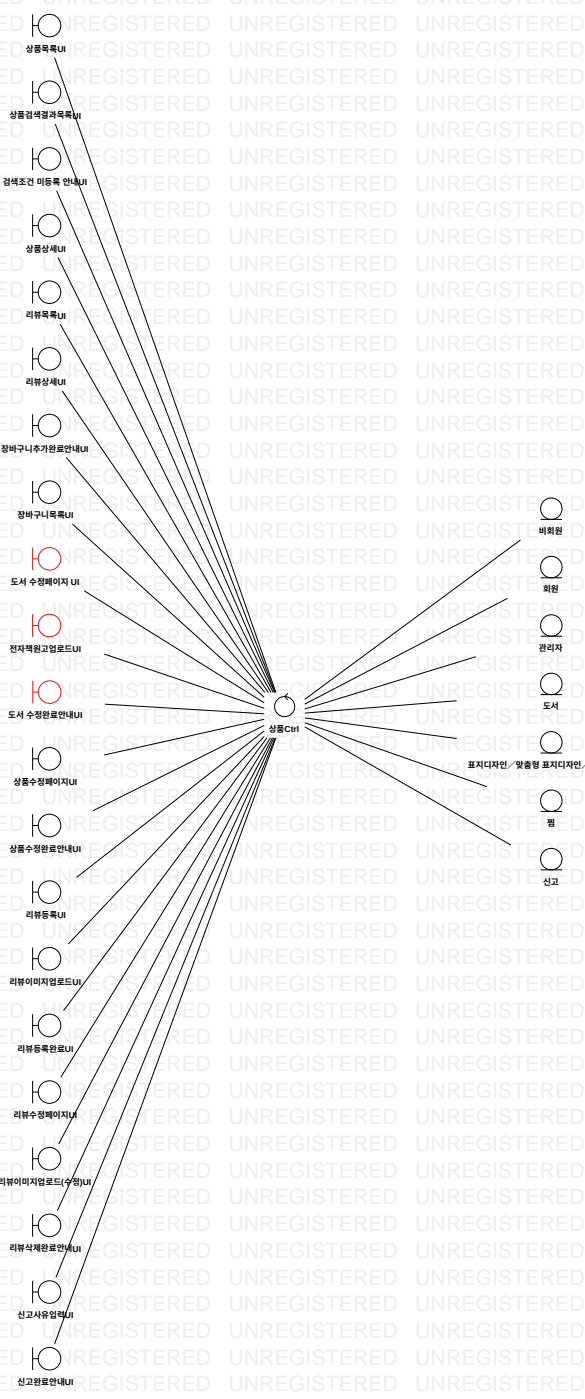
- UI to Controller:** UI components interact with the Controller to perform actions like creating, editing, deleting, and searching.
- Controller to Model:** The Controller interacts with the Model to manage data, such as registering, editing, and deleting records.
- Model to UI:** The Model provides data back to the UI for display, such as listing articles, replies, and chat messages.

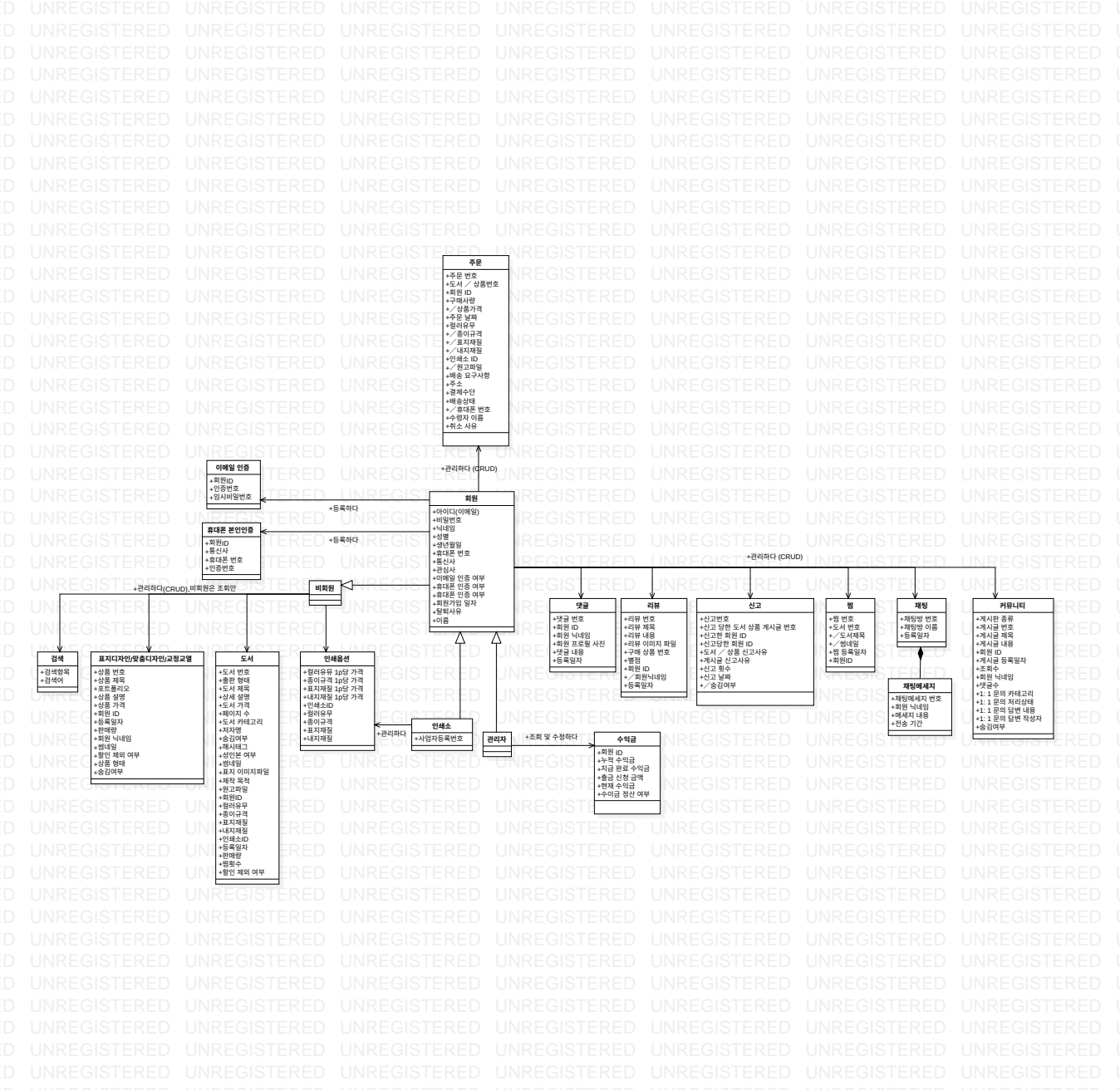
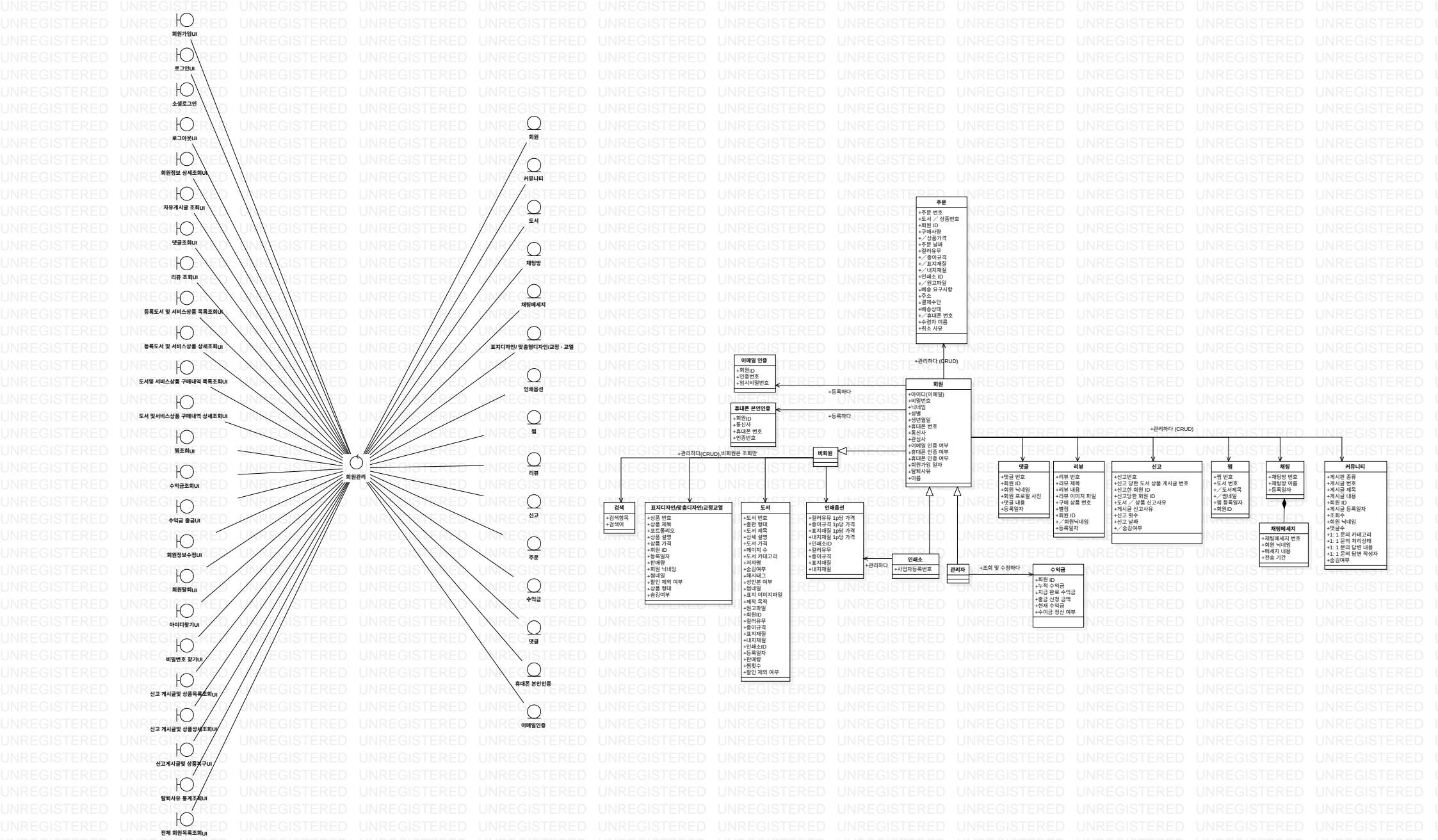


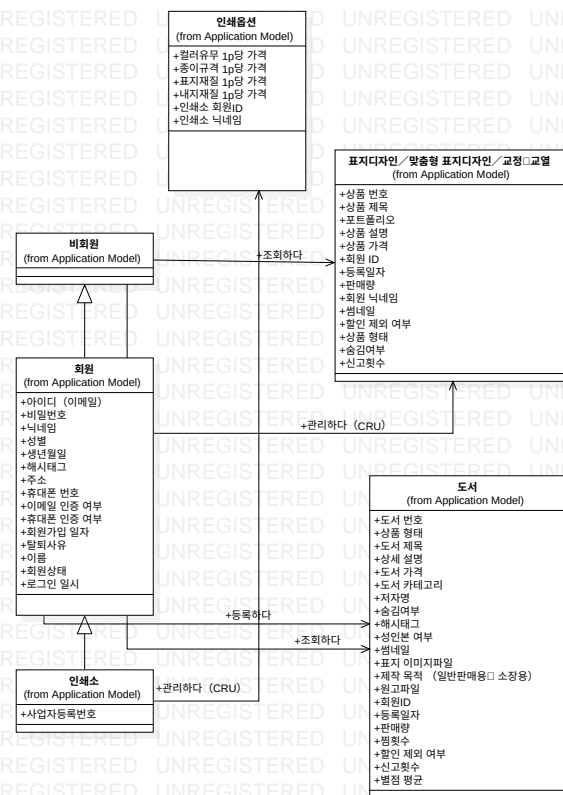
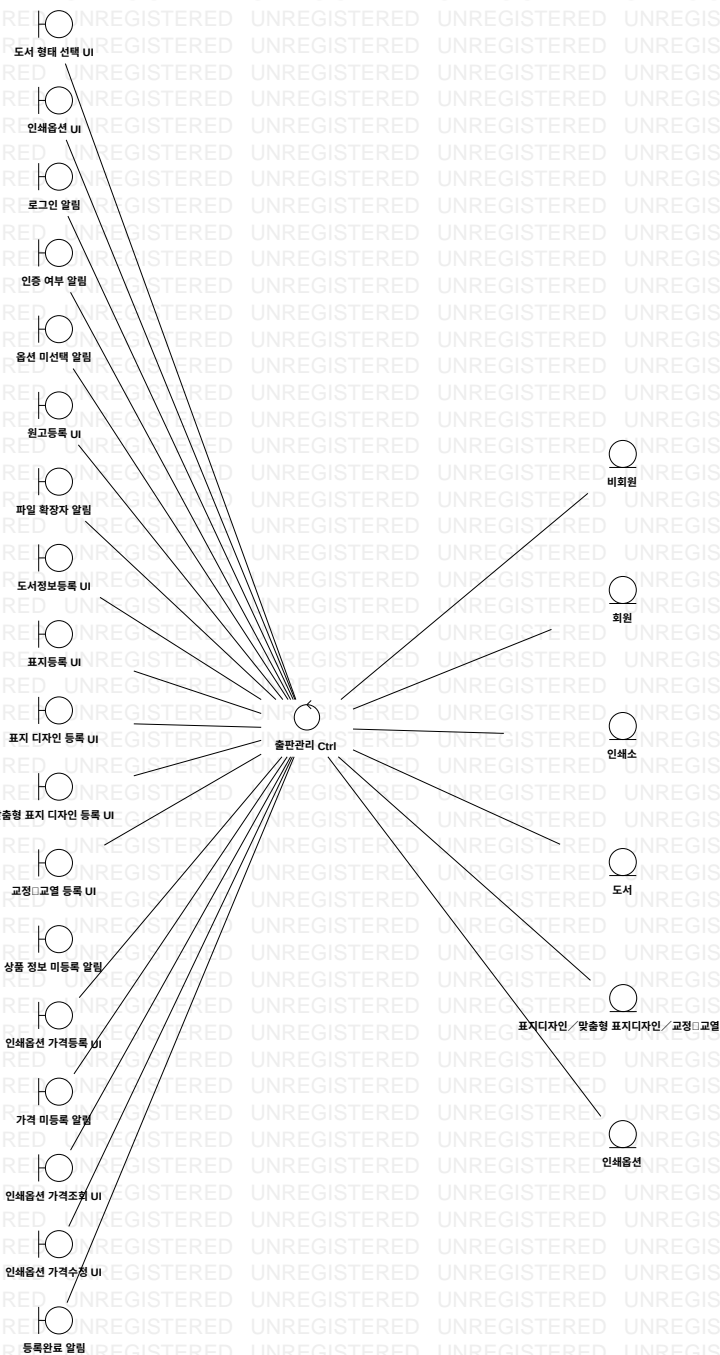
2.4. Module Application Model - E: Class Diagram

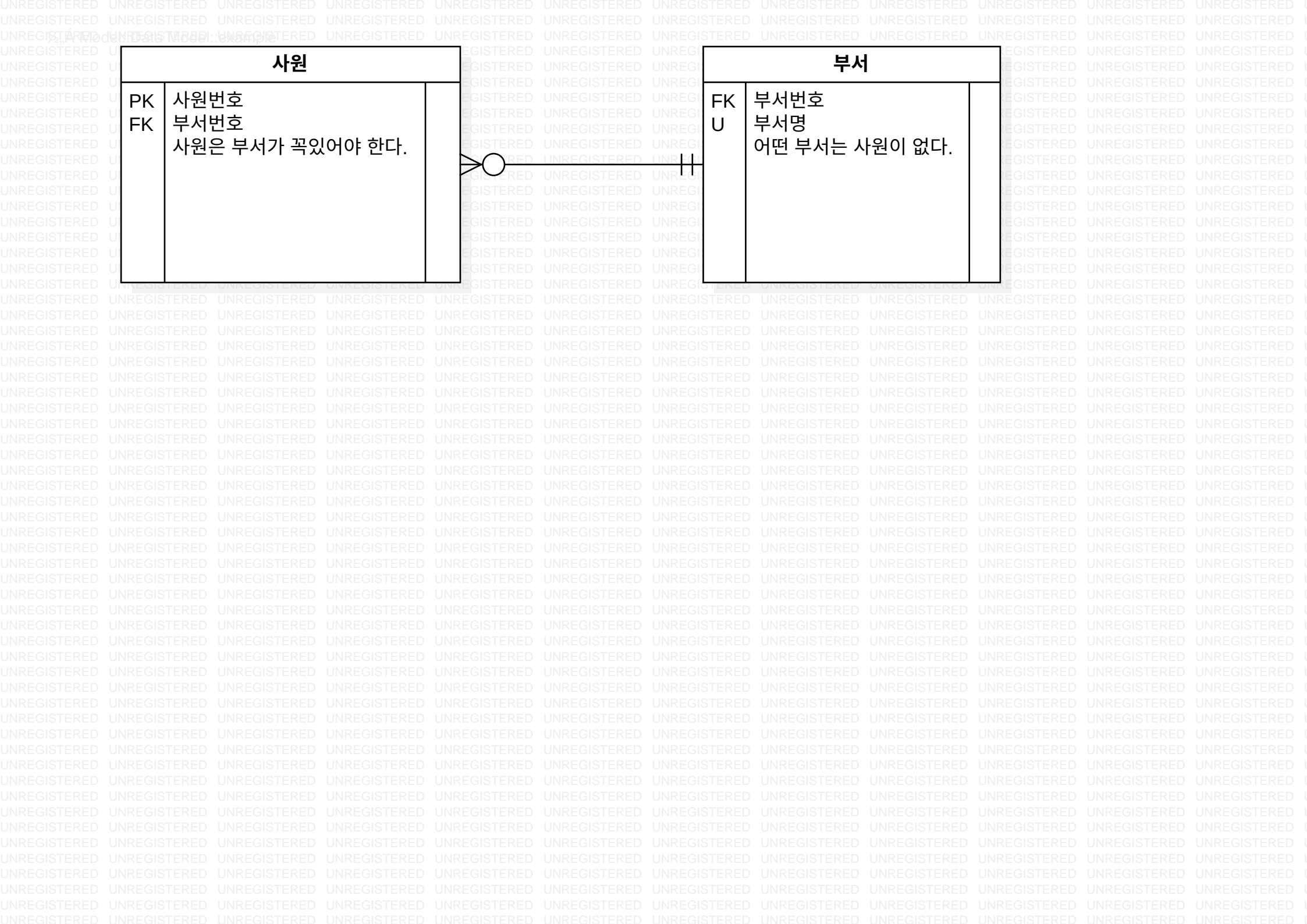


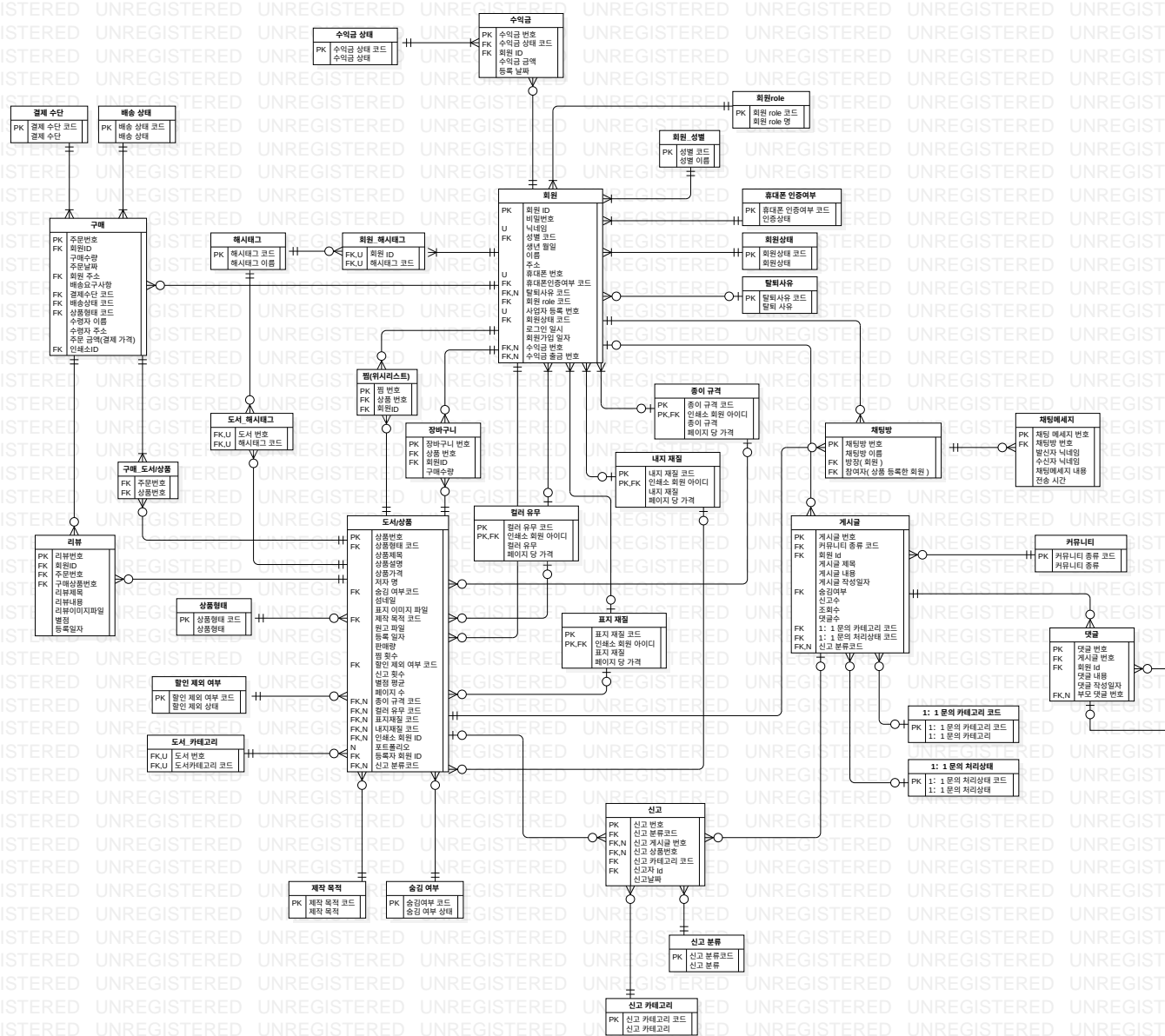
2.4.1. Module Application Model (SAO - UAC)

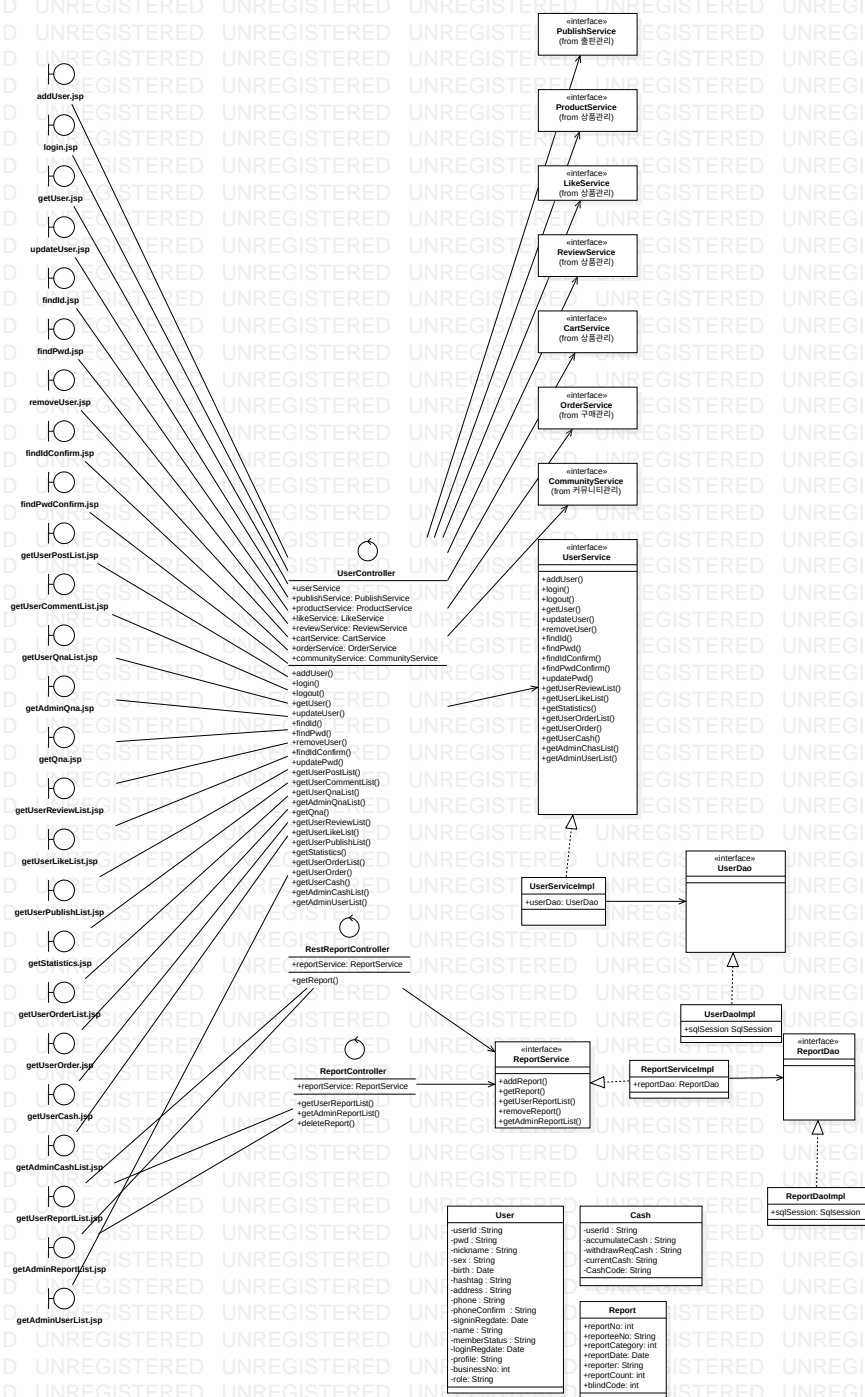


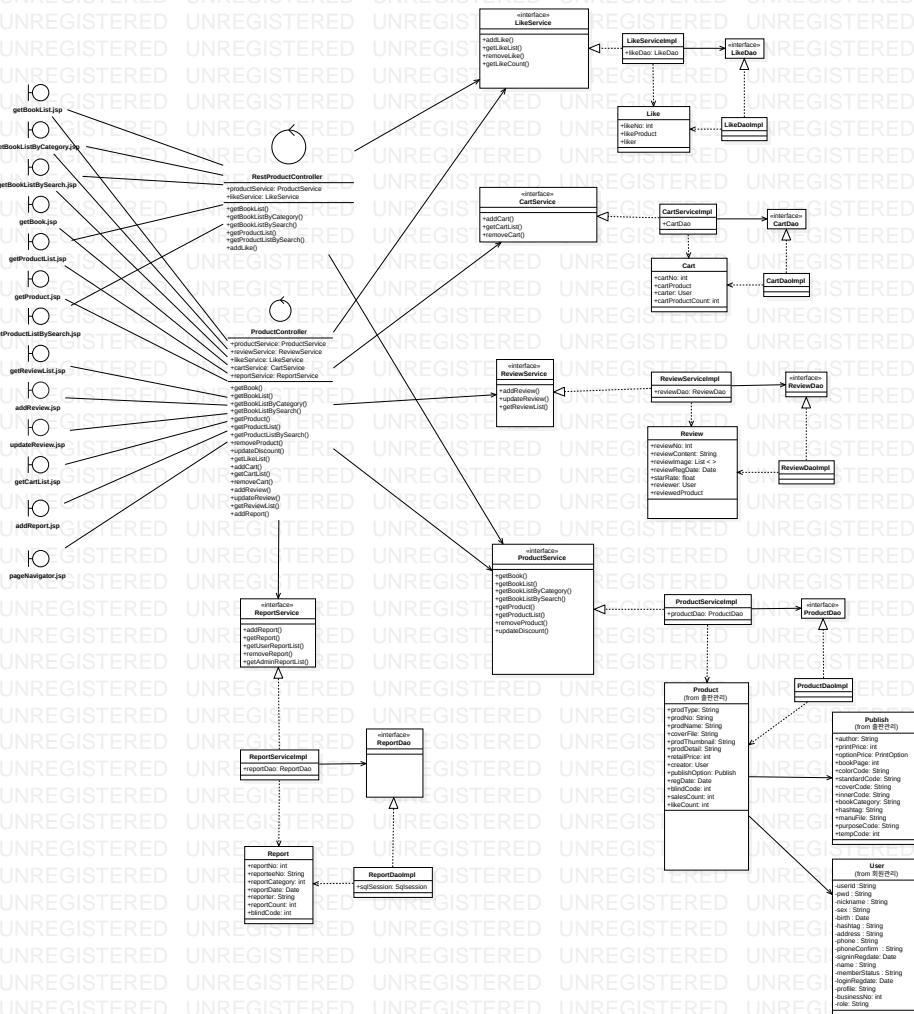




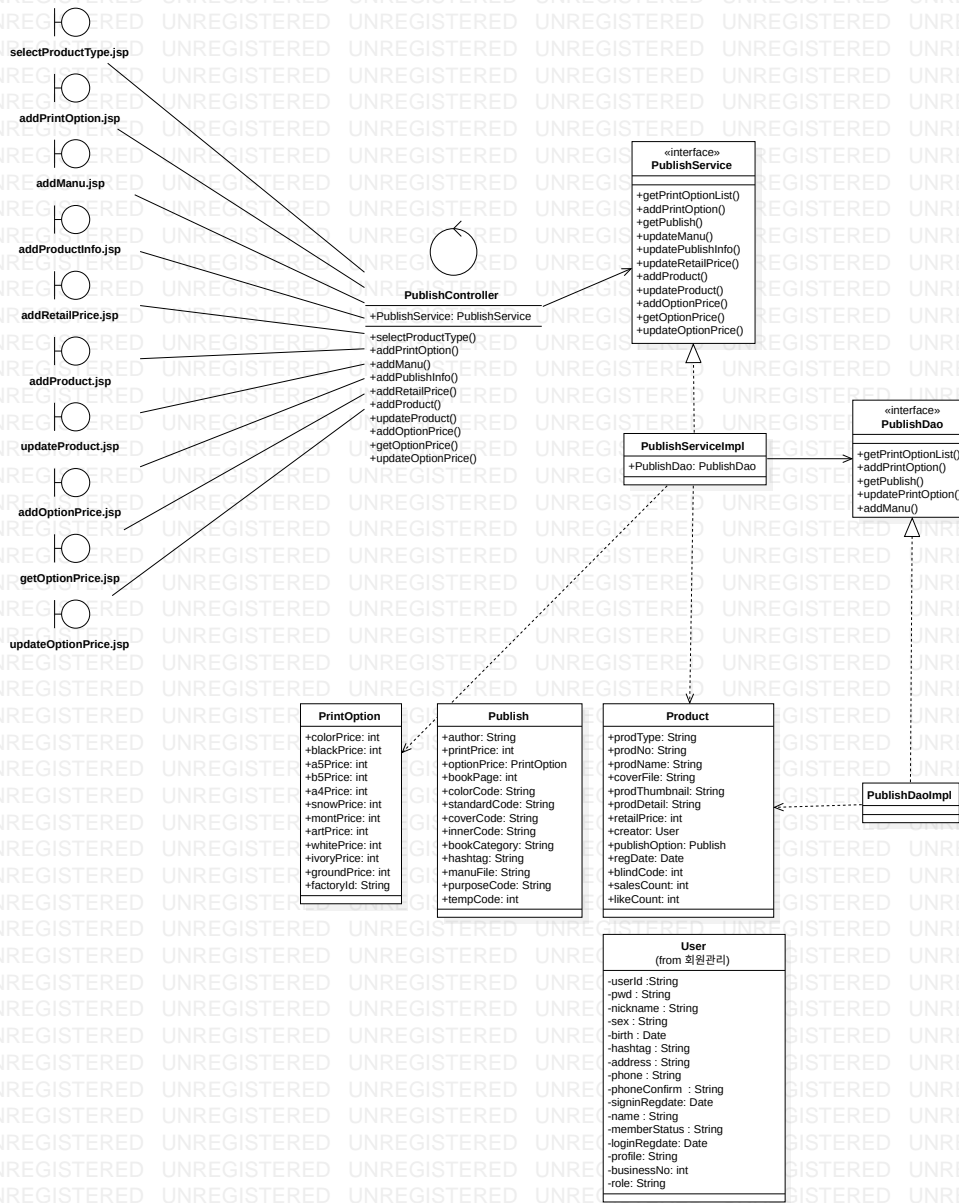


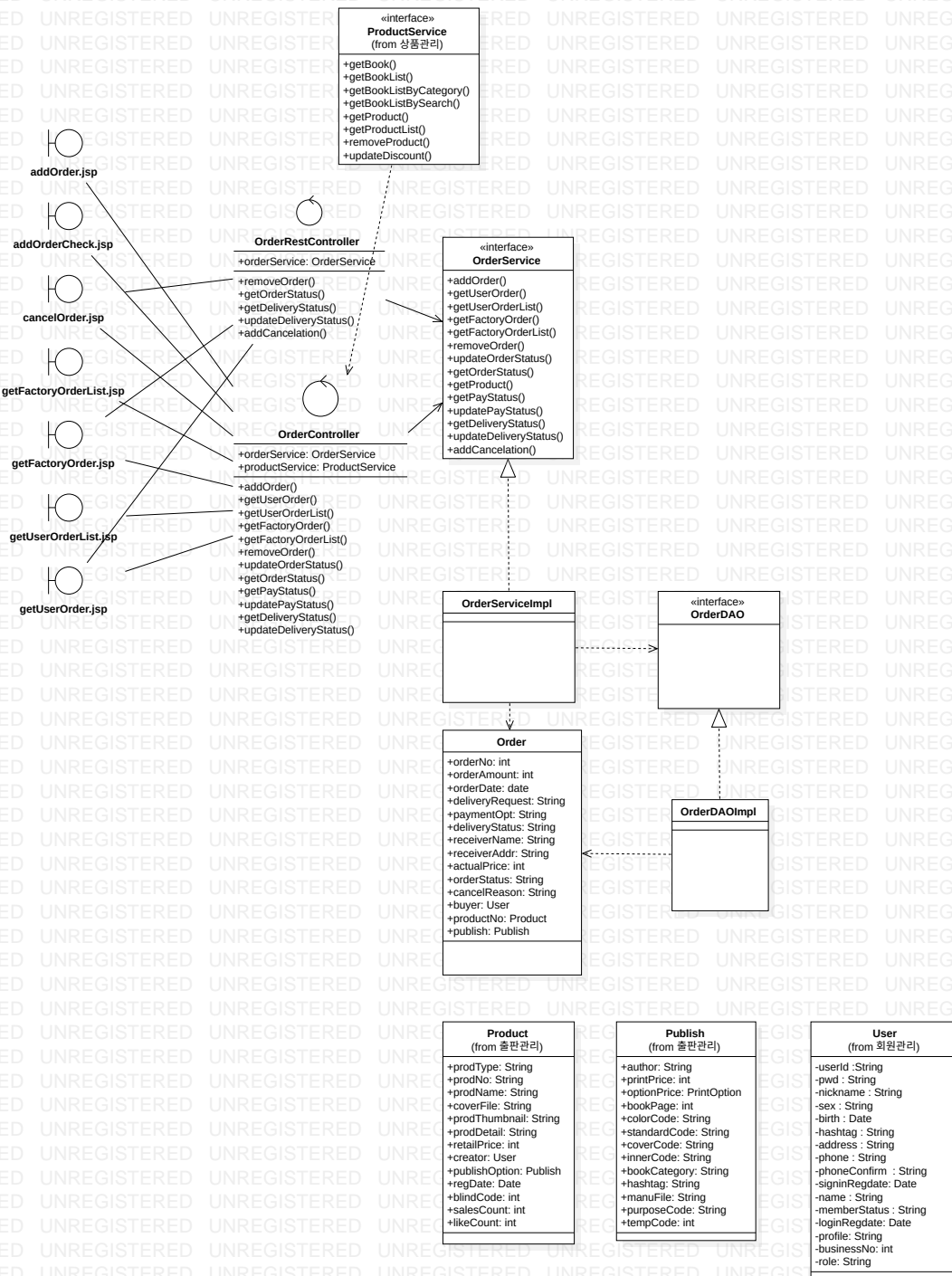


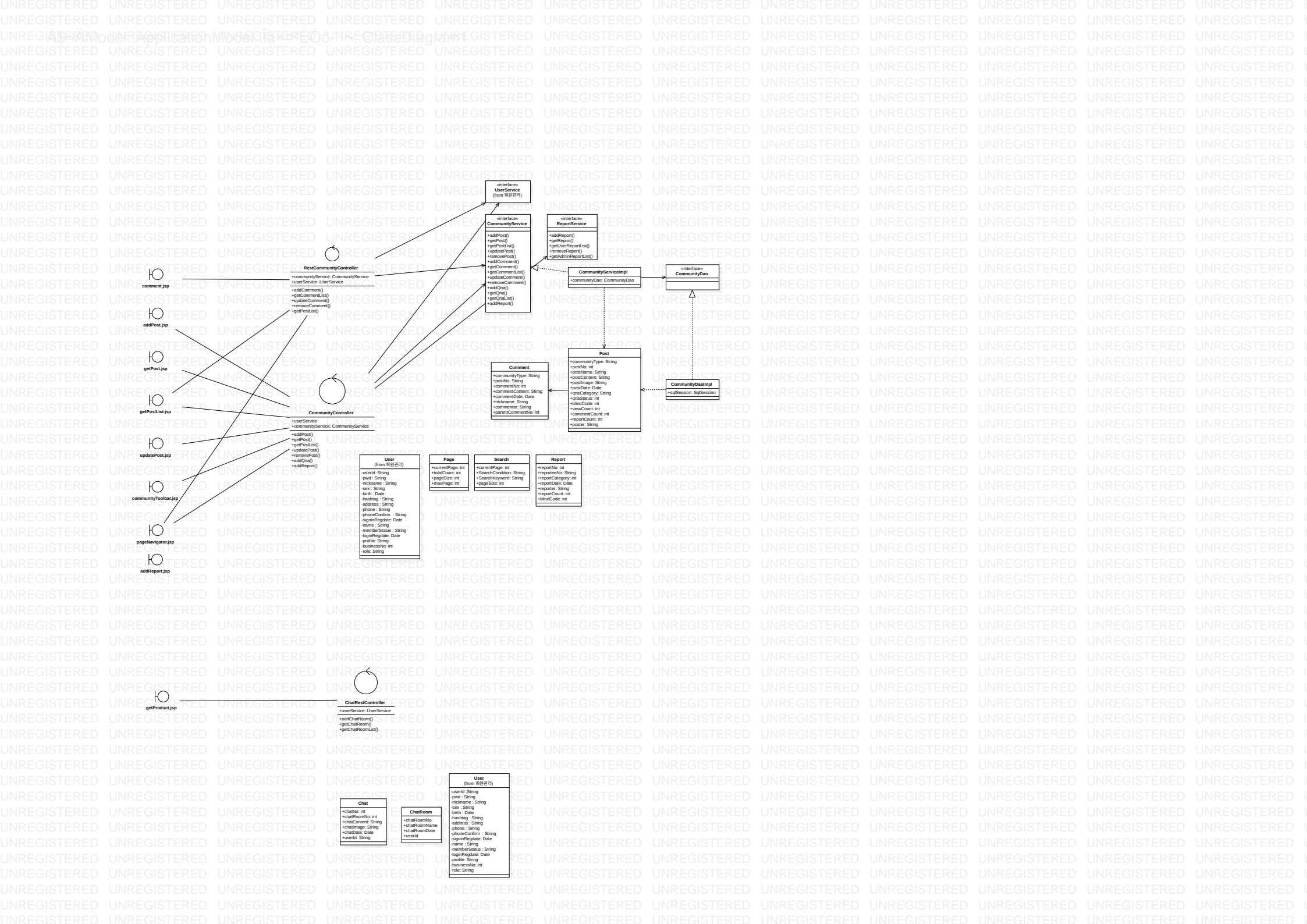


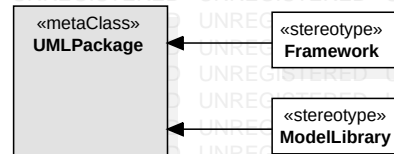
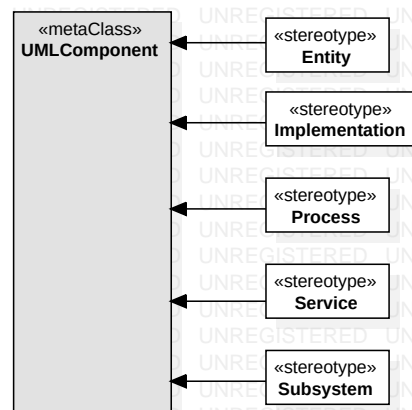
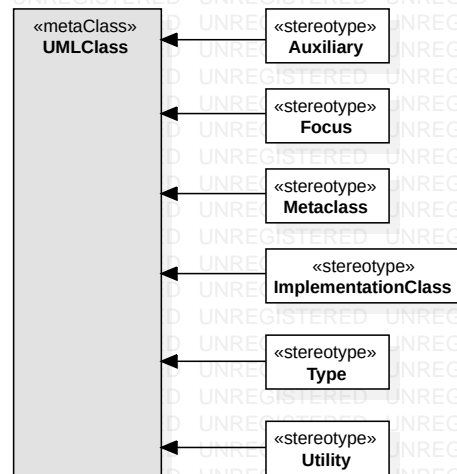
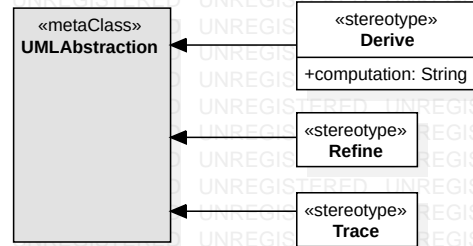
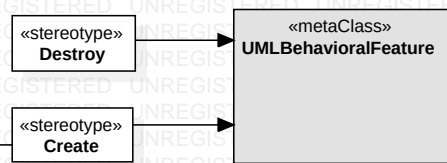
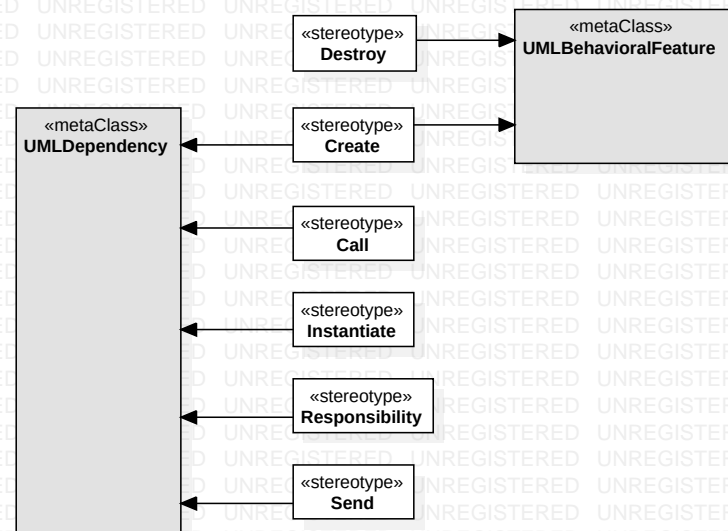
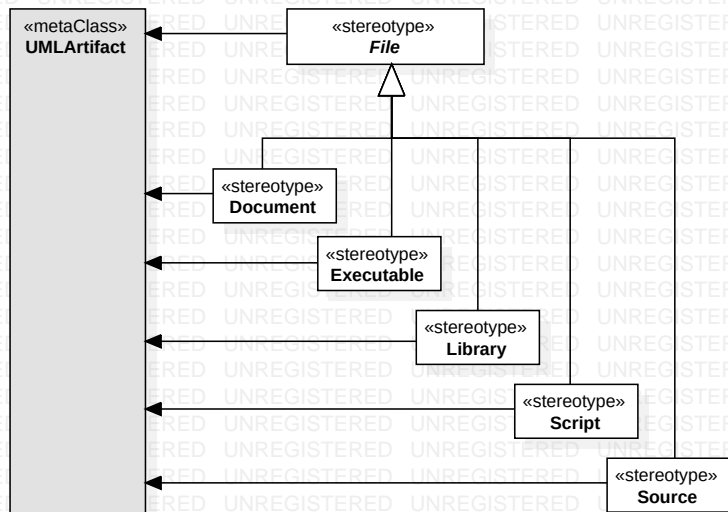
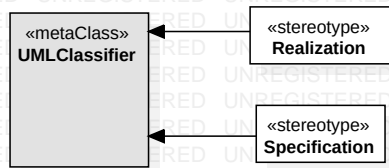


AS-7-Model-Application Model-100-1: Class Diagram









UML Standard Profile Business Stereotypes

